

their bonds to buy Ak-Sar-Ben. Now we have an opportunity at least to even the score a little bit. I'm not sure, and that's exactly what we're doing here, is we're evening the score. We're...as long as we're making changes in this process, we might as well make one that's going to beneficial to all the people of the State of Nebraska. And so with one hand that we've given something, I think and with the other hand I think let's equalize it out and I agree with Senator Moore on that. Senator Moore, under the numbers that you gave me 17 percent goes to the cities now. Is that correct?

SENATOR MOORE: Well it's the remainder after those other earmarks. And so up to...the other ones are up to and the remainder goes to the cities.

SENATOR ASHFORD: And 2 percent goes to the General Fund?

SENATOR MOORE: Well 2 percent goes to the charitable gaming and the excess of that goes to the General Fund which is the majority of it goes to the General Fund.

SENATOR ASHFORD: All right. Over and above that which is approximately...

SENATOR MOORE: The 2 percent, the first priority goes to the charitable gaming, the excess goes to the General Fund which is the majority of it.

SENATOR ASHFORD: What percentage of that, do you know it?

SENATOR MOORE: I do not know the answer. I just know it was the majority of it.

SENATOR ASHFORD: I'd like to explore this a little further. I'm not sure I agree with...at this point, I'm a cosigner of this Bill and I would like to, at this point my position would be that the money should go back to the cities, but I think we need to discuss a little bit more about what Senator Moore is proposing and maybe there's an opportunity for a compromise here so that the basic idea is that the money would go where it should go which is to the taxpayers of the State of Nebraska. Taxpayers of the State of Nebraska have, over the last several years, made a substantial investment in horse racing and we've just made another substantial investment in horse racing in passing the Hall amendment. Now we have an excellent